

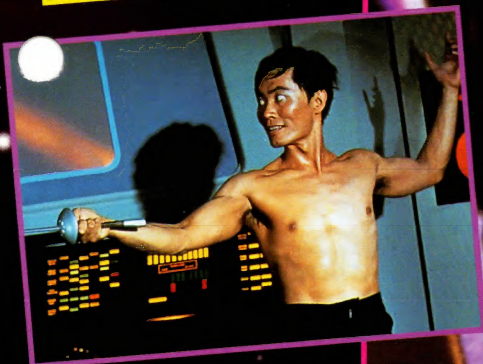


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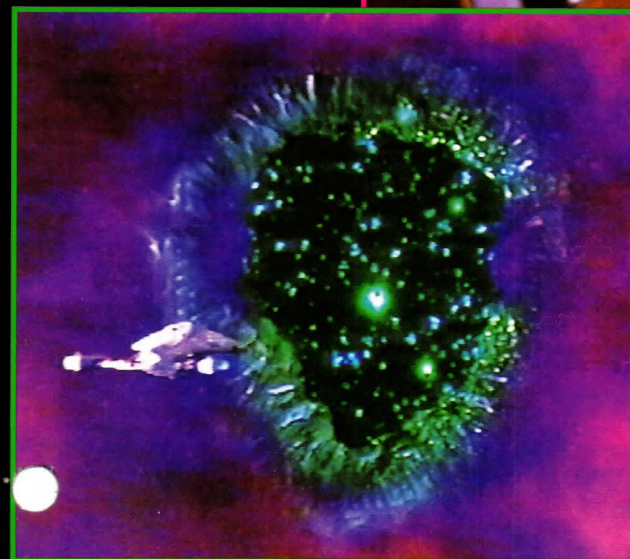
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The making of an officer



STAR TREK: VOYAGER

Escaping a nebula that's not what it seems



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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 14



OTHER GROUPS
AND RACES

THE ORGANIANS

The apparently primitive planet of **Organia** would provide a strategic base for both the **Klingon Empire** and the **United Federation of Planets**. However, the **Organians** have their own ideas about the dispute.

Organia is the only Class-M planet in a sector of space claimed by both the **United Federation of Planets** and the **Klingon Empire**.

As such, Organia is of enormous strategic value. On **Stardate 3198.4** (Earth year 2267), the **U.S.S. Enterprise NCC-1701** is assigned to head off an attempt by the Klingons to take over Organia. The Klingon incursion is stopped, but in a way neither side could have guessed.

The culture of Organia seems medieval, and is described by **Mr. Spock**, First Officer of the

Enterprise, as rated D-minus on the **Richter Scale of Culture**. Perhaps more importantly, the civilization seems entirely stagnant. Spock calls it "a laboratory specimen of an arrested culture."

Primitive appearance

Organian men and women dress in simple garments. Typical male attire includes woven robes decorated with simple patterns, cloaks, and fur boots tied on with straps. Women wear peasant blouses and long, full skirts.

Strangers are greeted cordially, and with a characteristic gesture of openness and giving, the

Determined leader
Ayelborne, leader of the Organian Council of Elders, is a distinguished-looking man with gray hair and a neat beard.

rhythmic bringing forth of both hands. Organians never hurry, and their patience seems infinite.

The people of Organia appear to be friendly, placid humanoids who abhor violence. They not only refuse to fight, but they are not moved to anger even when violent Klingons callously kill 200 of their citizens.

The one Organian settlement observed seems typical of a medieval walled town, complete with



high gates. What the gates are designed to keep in or out is unknown. Above this settlement are the ruins of a castle, indicating that at one time there was both some sort of official protection of the city, and that Organians were divided into classes – some of which lived in castles.

Despite the medieval appearance of the

exteriors, the council chamber of the ruling body and the office given to the the Klingon prefect seem designed more along the lines of Earth's Renaissance period.

The government of the settlement consists of five old men who make up the **Council of Elders**. Like all Organians, they smile pleasantly, even when

IDYLIC WORLD



Although the Organians' city is surrounded by thick, high walls and impenetrable gates, there is no sign that there is actually any threat to guard against. A ruined castle on a nearby hill also seems to indicate defenses against hostile attackers, but all of this may have been created just to provide a familiar setting for visitors. Organia is entirely peaceful.

Stuck in the past

At first glance, Organia appears to be a planet on which evolution and technological development have stagnated, leaving the world at a level roughly equivalent to medieval Earth. The standard of living appears to be primitive, with no industry as such. The peace-loving Organians seem to have no interest in progress.



Animals and people mill about in the Organian city's open squares, presenting a picture of an idyllic agricultural community, unburdened by the problems of the modern world.

Planet	Organia
Class	M
Quadrant	Alpha
Also known as	Organian homeworld
Native name	Unknown
Primary star	Unknown
Atmosphere	Nitrogen/oxygen
Description	Standard gravity
Moons	Unknown
Life forms	Non-corporeal, long-lived gaseous beings with telepathic abilities, able to adopt human form.
Important Features	Ideally situated to act as a strategic base for both the Federation and the Klingon Empire, causing a heated dispute over ownership.
Starship Log	STAR TREK: The Original Series 'Errand of Mercy'; 'The Trouble with Tribbles'; 'Day of the Dove'





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 14



OTHER GROUPS
AND RACES

THE ORGANIANS

Friendly welcome

Ayelborne leads his off-world visitors through the peaceful town. Kirk and Spock have no reason to suspect things are not what they seem.



presented with the most dire circumstances. The leader of the council at the time of **Captain Kirk's** visit is **Ayelborne**.

The only other Elder named is **Trefayne**. Though Ayelborne assures Kirk and Spock that Trefayne is "quite intuitive," the impressive abilities he possesses seem to be the product of something more than mere intuition. The

Council Elder seems more like a human tricorder.

When war between the Federation and the Klingon Empire seems imminent, the Organians make all objects of war, including warriors and starship controls, seemingly too hot to touch. This is only the first manifestation of the Organians' true nature. It transpires that they are not meek humanoids, but

enormously intelligent beings of pure energy.

Evolved life

No one has died on Organia for many centuries, but in any case the people haven't had physical bodies in millions of years. The fact that any Organians have died since becoming pure energy indicates that they are not completely immortal, and can, under

certain circumstances, be injured or killed. How this might happen, however, is unknown.

Despite their curtailing of the Federation-Klingon war, Ayelborne claims the Organians dislike interfering in the affairs of others. In fact, he goes on to admit that the presence of corporeal beings such as Kirk, Spock, and the Klingons is intensely painful

GALAXY FACTS

▶ The Organians appear to have no electricity, as all lighting is provided by burning torches.

▶ Even in human form, the Organians retain many of their strange powers. Council Elder Trefayne demonstrates telepathic abilities.

Dark corridors

Inside the Organian buildings, the level of lighting is low, reflecting the lack of technology.

to him and his people.

After predicting that the Klingons and the people of the Federation will someday become friends and even work together (a prospect that disgusts both Kirk and the Klingons present) the Organians begin to glow. The glow shines brighter and brighter until the Organians become brilliant balls of coruscating energy that slowly fade to nothing.

Illusions fade

After the Organians are gone, Spock suggests that the town, the castle, the people, and everything else perceived by the Starfleet personnel and the Klingons were conventionalizations produced for the comfort of visitors to Organia. The Organians obviously have no need of such artifacts. "They are as far above us on the evolutionary scale," Spock speculates, "as we are above the amoeba."

FIRST STEPS TOWARDS LASTING PEACE

The Organian Peace Treaty

Organia has a lasting effect on the history of the Galaxy. Although neither Kirk nor the Klingons realize how accurate Ayelborne's prophecy of peace will be, events on the planet nevertheless result in

a major peace treaty between the two races.

The Organian Peace Treaty decrees that the Organians will tolerate no hostilities between the Federation and the Klingon Empire, and states that any world



in dispute between the two powers should be awarded to the side which demonstrates it can develop the planet most efficiently.

The treaty also sets out that starship crews can use the other side's space stations.

This latter provision allows a group of Klingons to be present on *Deep Space Station K-7* in 2267, a Federation facility only one parsec from the nearest Klingon

Council chambers

The Organians tell the Klingons and the Starfleet crew that their two races will one day be at peace, despite the deep-rooted hatred between the two groups.

outpost, at the same time as a large shipment of quadrottricale, a grain which grows well on Sherman's Planet, a world the Federation are hoping to develop.



Natural appearance

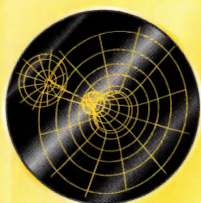
The humanoid appearance of the Organians is only an illusion, intended to make the Federation and Klingon visitors more comfortable. In reality, the long-lived Organians are non-corporeal glowing balls of light.

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SPACE PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 10

THE CLOUD



SPACE PHENOMENA

A quest for omicron particles turns into a potential disaster when the crew of the *U.S.S. Voyager* discover that a giant, nebula-like gas cloud is not what it seems. Soon, the Federation ship finds itself administering an unorthodox form of medical aid.

The Cloud is the scientifically inaccurate, though visually descriptive, name given to a unique phenomenon in the Delta Quadrant.

The Cloud is discovered by the *U.S.S. Voyager NCC-74656* on Stardate 48546.2, only a few weeks after the crew have begun their long and potentially dangerous journey home.

Collected data

The diameter of The Cloud is seven times the distance between Earth and its sun, making it larger than many star systems. At first, The Cloud is classified as a small nebula because of its intermittent gamma and thermal emissions, as well as the elements in its composition: hydrogen,

helium, hydroxal radicals, and dust nodules, all of which are characteristic of a nebula. However, atypically for that kind of phenomenon, The Cloud has high levels of **omicron particles** – a staggering 64 million per kilometer. These omicron particles can be used as a valuable source of energy for the *Voyager*, and are the reason the Federation ship decides to enter The Cloud, a decision they will come to regret.

Readings from the mysterious phenomenon's interior make it even less likely that The Cloud is a nebula. Within its mass are delicate puffs of pink matter which float freely in an ever-increasing foggy haze. The pink is peppered with small, bright blue spheres. Approaching The Cloud's core, the hazy

The Cloud appears on the VOYAGER's viewscreen as a harmless mass of pink and blue gases. The only notable feature is the high level of omicron particles it contains, which could be used as a power supply for the stranded Starfleet vessel.

curtain suddenly rips aside, to reveal a green globe resembling a nucleus.

Aggressive defense

Soon enough, The Cloud demonstrates that it's not just a dust ball – it appears to be able to learn from experience. It can also mount a vigorous, and effective, attack against any invading bodies – including the *Voyager*.

The Cloud's defenses

kick in when a foreign object, for instance a starship, enters its substance. As the intruder travels within, The Cloud's non-reactive magnetized dust nodules guard the perimeter as the density of 'cloud matter' engulfing the newcomer increases.

Before long, the coherence of cloud matter surrounding the invader becomes so great that the interloper is trapped, like an

insect in amber. At the same time, The Cloud's blue spheres splatter themselves against the outsider and start draining its energy.

Breaking free

Lasers and thrusters, even at 115 percent, are not powerful enough to relax The Cloud's grip on the vessel. Although the blue spheres can be disrupted by an adaptive



GO WITH THE FLOW

Putting skill to the test

A straightforward mission to gather omicron particles, which can be used to replenish limited energy reserves, turns into a fight for survival when the crew of the *U.S.S. Voyager* realize that the gaseous cloud they have encountered is not the average nebula but a giant life form. Inside the entity, the Federation ship is treated in the same way the human body would deal with a virus or infection: it is bombarded with cells which immobilize it, ready for the body to break it down. Once the exact nature of The Cloud has been identified, the *Voyager* is able to access its 'bloodstream' and so glide along without using its engines. This stops the life form from locating the ship and prevents any further attacks.



With so many unknown dangers to face, the VOYAGER is lucky to have such a skilled pilot as Tom Paris. He has proved capable of guiding the ship through many such spatial anomalies.



The VOYAGER is tiny against the vast expanse of the nebula-like Cloud, but nonetheless the entity knows the ship is there and so defends itself.

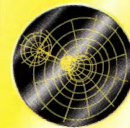
The Guide to the STAR TREK Galaxy



SPACE PHENOMENA

FILE 5

CARD 10



SPACE PHENOMENA

THE CLOUD

Inside The Cloud, the U.S.S. VOYAGER finds itself under attack, and Tom Paris's piloting skills are once again called in to save the day as the ship is battered by the unusual life form.

GALAXY FACTS

A little over a century before the Voyager's experience with The Cloud, the U.S.S. Enterprise NCC-1701 discovers another massive, single-celled creature near what is left of the Gamma 7A System – which it has just devoured. However, the Delta Quadrant Cloud and the energy-absorbing space amoeba in the Alpha Quadrant are unlikely to be related.



harmonics shield, and the magnetic dust nodules will scatter when introduced to positive ions, this is no more than a temporary nuisance to the creature.

The only way to escape The Cloud is with the help of a photon torpedo. Discharging this powerful a force appears to cause significant damage to the pink enigma, as a gaping hole appears in the gas wall: large enough for the Voyager to pass through and escape.

Unexpected discovery

In the Voyager's laboratory, the crew have made a startling discovery. The blue spheres found floating in the gas cloud contain polycyclic

nucleogenic peptide bonds. In short, the blue matter is composed of organic elements which are part of a much larger life form. The Cloud even has a massive circulatory system, which operates along the same lines as the blood vessels of the human body. The Voyager's efforts to escape have dealt it a fatal blow, and **Captain Janeway** orders the crew to go back and help the creature in the same way they would try to help any injured life form they encountered. To fly away and leave it to die would be callous.

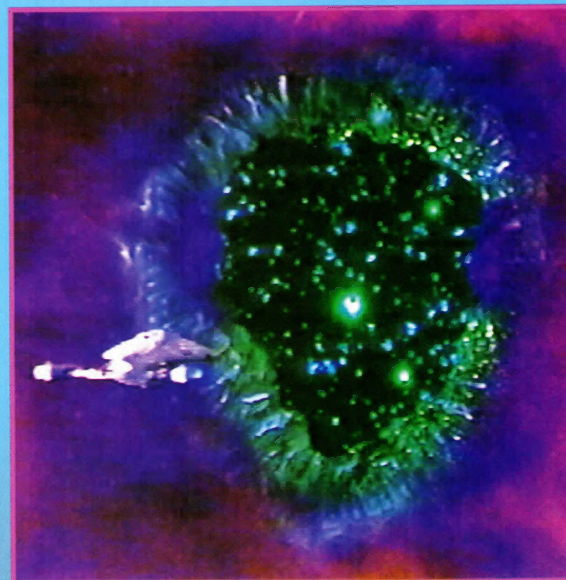
The Voyager's photon torpedo blast has ruptured The Cloud's 'skin', and as a result blue spheres, pink matter, and omicron

Analysis of matter found on the outside of the U.S.S. VOYAGER leads B'Elanna to the startling conclusion that what the crew thought was just a cloud of gas is actually a living being.

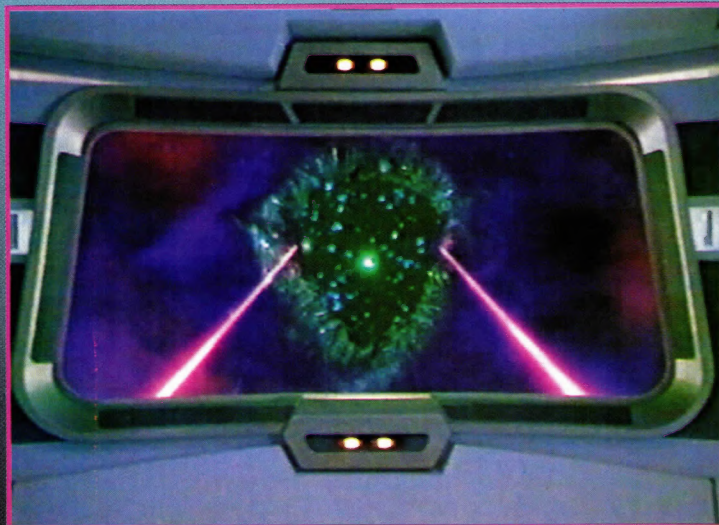
particles are flowing freely out of the creature and into space. Apparently, just like a human, The Cloud can bleed to death.

Repairing the damage

The wound is proving too serious for The Cloud to use its own basic regenerative powers to heal itself, but fortunately it responds favorably to a nucleonic beam from the Voyager which, in effect, sutures the 'skin' closed. When the size of the wound has been significantly reduced, the Voyager is able to leave with a clear conscience.



The VOYAGER's photon torpedo blast has injured The Cloud, and without the crew's aid it will die. Although the ship's precious energy reserves have already been depleted in the attempt to extract omicron particles from the phenomenon, Captain Janeway is determined to repair the damage.



By locking a particle beam on to the open edges of the wound, the VOYAGER is able to suture the opening, in the same way that Earth doctors of the past used stitches to close deep cuts.



The conditions inside the 'nebula' have become rougher due to the reaction to the VOYAGER as a foreign particle, and the distress the injury has caused.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3F

ALPHA QUADRANT



CHARTING
THE GALAXY

BETA VI

CLASS-M PLANET

The **Federation** has a colony on the **Class-M** planet of **Beta VI**. In 2267 the **U.S.S. Enterprise** is diverted from its intended mission to deliver supplies to the colonists of this planet by a powerful but child-like being named **Trelane**. After being detained against their will by Trelane on an unknown planetoid named **Gothos**, the **Enterprise** crew members are allowed to resume their journey.

Trelane is like a spoiled child. He is unconcerned with matters outside of his own selfish creations, including Gothos.



BETA XII-A

CLASS-M PLANET

A non-corporeal energy being is first encountered on planet **Beta XII-A** by crew members of both the **U.S.S. Enterprise** and a **Klingon** vessel. **Kirk**, responding to a distress signal, believes that the **Klingons** have wiped out a **Federation** colony on the planet. The **Klingons** think the **Enterprise** is the aggressor. The entity feeds on negative emotion and hatred, and is capable of creating illusions in humanoid beings. It is manipulating the minds of these two crews, fueling their hatred, which in turn supplies the being with energy. The entity later enters the **U.S.S. Enterprise** at the same time as the two crews, and sets about creating havoc. Eventually, the entity is driven off the ship and into the depths of space in search of more negative energy when the two crews agree to cooperate by burying their hatred and being happy long enough to see it leave the ship.



The Klingons, including Kang, are beamed aboard the ENTERPRISE and taken prisoner. Once there, both crews are subjected to illusions.

BETA DELTA I

CLASS-M PLANET

The city **New Manhattan** is located here. On board the **U.S.S. Enterprise NCC-1701-D**, noted astrophysicist **Dr. Paul Stubbs** is being transported to the **Kavis Alpha** sector for experiments on neutronium decay. During the journey, **Dr. Stubbs** takes a liking to Counselor **Deanna Troi** and asks her if she would like to accompany him to **New Manhattan** on **Beta Delta I** for some champagne.

The hard-working Dr. Stubbs has an active imagination. He dreams of baseball and buying Deanna Troi drinks in New Manhattan on Beta Delta I.



BETAZED

CLASS-M PLANET

Betazed is a member of the **Federation**, and its race is telepathic. The planet features many beautiful landscapes, including **Lake Cataria**. **Starfleet** officer **Deanna Troi**, whose mother is **Betazoid**, is fond of this spot, and recreates it on the **holodeck** for special occasions. **Troi** and **Worf** take a 'stimulating' stroll on its banks in 2370.

A **Betazoid's** telepathic nature is developed in adolescence, although some are born with their telepathy already matured. These **Betazoids** must be properly counseled in the ways of telepathy and screening out the thoughts of others. **Deanna Troi** is a half-**Betazoid**, and is only capable of empathic powers: she can experience others' feelings and emotions rather than their true inner thoughts.

The gestation period for a **Betazoid** baby is 10 months. When they are young it is traditional to have a genetic bonding with their eventual mate, and for wedding ceremonies the husband and wife are nude. Later in life, **Betazoid** women enter a sexual maturing phase which can quadruple their sex drive.

Students attend higher learning facilities such as the **University of Betazed**.

Deanna's mother, **Ambassador Lwaxana Troi**, holds many titles. She is a daughter of the **Fifth House**, holder of the **Sacred Chalice of Rixx** and **Heir to the Holy Rings of Betazed**.

Not all races can be read by **Betazoids**, especially those with a four-lobed brain structure; the **Ferengi**, **Breen** and **Dophterian** are some examples of this.

Deanna Troi and William Riker take a stroll on Betazed. These water gardens highlight the desirable climate and lush vegetation of the planet.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3F

ALPHA QUADRANT



CHARTING
THE GALAXY

BOLARUS IX

CLASS-M PLANET

Homeworld to the **Bolians**, the **Class-M** planet of **Bolarus IX** is also a **Federation** member. The Bolian race are distinguished by their light blue pigmentation with a ridge running down the center of the face. Most Bolians appear to lack facial hair. Ironically, a Bolian named **Mott** serves aboard the **U.S.S. Enterprise NCC-1701-D** as a barber.



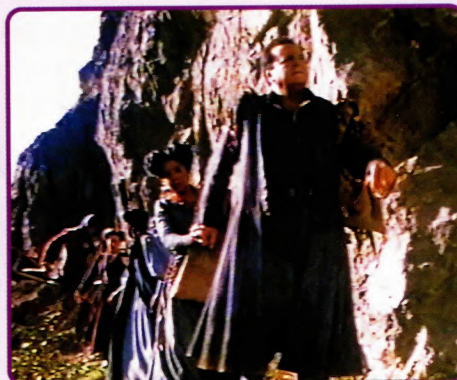
Bolians are found throughout the **Federation** in a variety of roles from **Starfleet** captains and tactical officers to barbers aboard starships. The humanoid Bolians have a similar light blue skin pigmentation to fellow **Federation** members, the **Andorians**.

BORAL II

CLASS-M PLANET

Boraal II, homeworld to the **Boraalans**, suffers a planetwide catastrophe in 2370 due to atmospheric dissipation. **Dr. Nikolai Rozhenko**, **Worf's** stepbrother, has been studying them and wants to intervene and save the last remaining village. Technologically on a par with medieval-period Earth, Nikolai manages to save the last of this race. The Boraalans, in a certain **Prime Directive** violation, are moved secretly to

Boraal II as seen from orbit before the inhabitants are relocated to **Vacca VI**. Under normal **Prime Directive** rules, these people would have perished.



Worf's stepbrother, **Nikolai**, appears to lead the **Boraalans** across many kilometers of terrain to find a new settlement. Little do the **Boraalans** know that they have been part of a **holodeck** program designed to hide the fact they are being moved to another world.

another planet, **Vacca VI**, which resembles their own. The journey is taken aboard the **holodeck**, which is modeled to look like **Boraal II** and slowly transmutes into **Vacca VI**. Going along with the plan is **Worf**, introduced to the villagers as a **Seer** by his brother, although he is traveling undercover as a surgically altered **Boraalan**.

BORADIS III

CLASS-M PLANET

The **Boradis** star system is host to several **Federation** outposts, including one on **Boradis III**. This colony is established in 2331, and is followed by three more which are settled by 2365. In this year, the **U.S.S. Enterprise NCC-1701-D** is instructed to rendezvous with the **Federation** emissary **K'Ehleyr** near the **Boradis** system: she is traveling from **Starbase 153** aboard a rather unconventional mode of transport – a reconfigured photon torpedo.

The Klingon K'Ehleyr, a special Federation emissary, is about to rendezvous with the U.S.S. ENTERPRISE near the Boradis system in 2365.

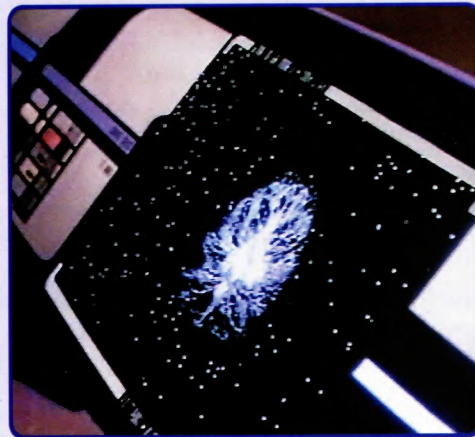


BOREAL III

CLASS-M PLANET

A transport ship, the **Kallisko**, originates from **Boreal III**. The ship is attacked and destroyed, leaving no survivors, by the **Crystalline Entity** in 2368. This deadly entity is recorded to have attacked many places, including **Forlat III** and **Melona IV**.

The Crystalline Entity is one of the most curious beings ever encountered by Starfleet. This giant spacefaring creature resembles a snowflake in its crystal-like structure. It is capable of wiping out all life on planets to feed itself.



BORKA IV

CLASS-M PLANET

The **Class-M** planet of **Borka IV** is host to an important seminar on neuropsychology in 2369. **Counselor Deanna Troi** is kidnapped from the conference by **Romulan** operatives, headed by **Subcommander**

N'Vek, and awakes to find herself surgically altered to resemble a member of the **Romulan** intelligence wing, the **Tal Shiar**. In her new role as **Major Rakal**, Deanna is forced to act out an elaborate **Romulan** scenario.



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

JEFFERIES TUBES

BRIEFING:

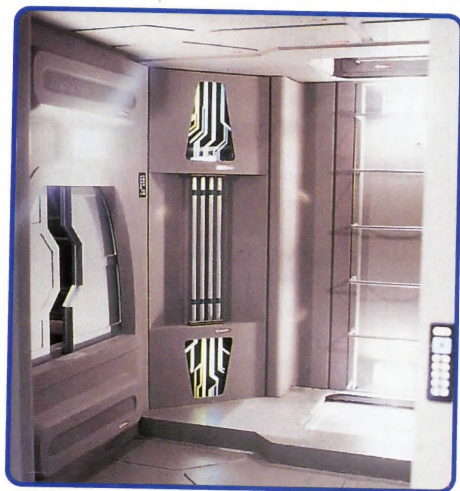
FUNCTION AND USES

By the 24th century, spacecraft such as the *U.S.S. Enterprise NCC-1701-D* are the size of cities, and keeping such ships in good repair is vital. Ensuring that all systems can be easily accessed for servicing, repairs, and upgrades means ensuring that engineers can reach right into the heart of the technology quickly and efficiently, while at the same time

causing as little inconvenience as possible to those working around them. While no one wants to see uncovered wires around the ship, it is equally important not to have to dismantle large areas of wall or floor in order to reach a fault. A happy medium between these two options is provided by a system of small access tunnels, tucked away between the

corridors and decks of many *Starfleet* ships, which allow easy access to components of every system or subsystem that might need physical testing, maintenance, or repair. These tunnels are called **Jefferies tubes**, and are part of the ship's additional utility systems.

On the *U.S.S. Enterprise*, as on other ships, Jefferies tubes provide support for the ship's



MANY OPENINGS

There are entrances to Jefferies tubes at regular intervals all over the ship. Vertical tubes are ascended and descended by ladders, while horizontal tubes are accessed by either crawling or walking, depending on their size.

Access hatch

Access to the vertical tubes can be sealed off at each deck, aiding both security and safety.

Access panels

Regular access panels along the interior of the tubes enable officers to get to the heart of any problem as quickly as possible, and to equally quickly carry out the necessary repairs.

Internal doors

Doors within the Jefferies tubes can be used to block off sections of the network if necessary.

Shipwide network

Tucked away from sight, the Jefferies tubes provide perfect access for repairs, services, and checks of many shipwide systems.

Ceiling

The top of a tube is generally solid, although some areas are covered by grids similar to those on the floor.

Floor

The floor is covered by a gray, metallic grill.

Junction

Jefferies tubes intersect regularly, aiding the ease with which personnel can move from one area of the ship to another.

EASY CLIMB

Vertical Jefferies tubes are accessed via ladders, which run the length of the tubes. Here, the hatch which can be used to isolate areas is also shown.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

service infrastructure. Other support systems include umbilical resupply connect ports and associated systems, corridor access panels, and auxiliary fusion generators.

Development

Though unnamed at that time, Jefferies tubes were first seen aboard **Constitution**-class starships of the 2260s, such as the original **U.S.S. Enterprise NCC-1701**. By the time the **U.S.S. Enterprise NCC-1701-D** was commissioned on **Stardate 40759.5** these crawl-spaces had acquired their current name, taken from a possibly apocryphal early designer of Starfleet ships.

A PRIVATE RETREAT

Musical interludes

Jefferies tubes can be used for a variety of activities – not all of them ones the designers had in mind.

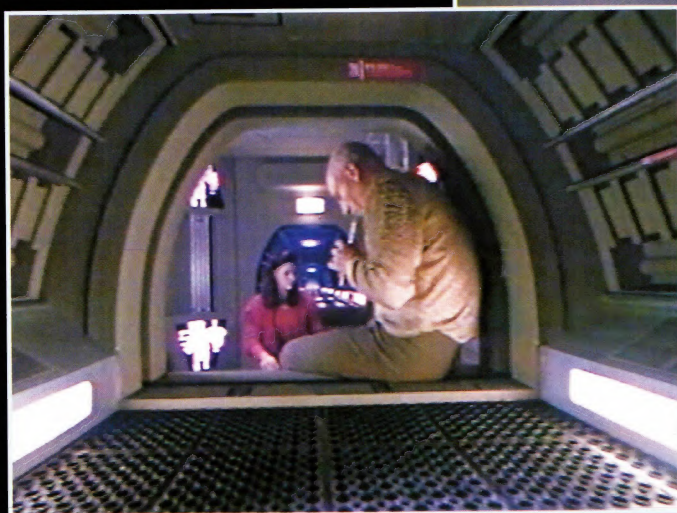
On a busy starship, the quiet corridors can provide a haven away from the hustle and bustle of work, although using the tubes in this way is unlikely to be encouraged.

Captain Jean-Luc Picard uses the Jefferies tube network during his blossoming romantic involvement with Lieutenant Commander Neela Daren (then head of the *Enterprise's* Stellar Cartography department). Daren, an accomplished pianist, and Picard, who plays the Ressikan flute, often enjoy duets together, and their mutual appreciation of music forms an important part of their growing relationship.

On Stardate 46693.1 (Earth year 2369), Daren discovers that the fourth intersect of Jefferies tube 25 is the most acoustically perfect spot on the ship for the production and appreciation of music. Although reaching the spot is not the most romantic trip, once there she and Picard enjoy an intimate and extremely pleasing time together, well away from the demands, and gossip, of the rest of the crew.

The acoustic properties of Jefferies tubes vary, but it is unlikely that many areas can be used in this way.

▶ The vertical Jefferies tubes are generally narrow, allowing enough space for most humans to climb through, but not much else. The ladders are fixed into the wall for extra stability.



▶ The point where the vertical and horizontal tubes meet is small and cramped but acoustically perfect. Here, the melodies played on the Ressikan flute, which hold so many personal memories for Captain Picard, can be enjoyed to the full. Such properties of the tube network are by fluke rather than design.

The tubes carry most of the ship's utility conduits and waveguides. The system runs throughout the entire ship, providing easy access to all sections and enabling Starfleet personnel to work in close proximity to the system needing to be repaired. Located within the tubes are a variety of maintenance and testing points to enable checks, as well as repairs, to be carried out with ease.

Jefferies tubes come in many sizes, depending on use and location. Some are



▶ The vertical tubes open onto corridors where they pass across decks. This, and the high number of such tubes, allows easy and convenient access to and from all areas of the ship.



almost as large as the ship's corridors, allowing crew members to walk upright through them. In others, crew members can only crawl along on hands and knees.

Jefferies tubes run both horizontally and vertically. Horizontal levels are connected by simple ladders, which protrude from the side of the shaft. The walls of the vertical shafts form a square approximately one meter across.

In the case of a turbolift malfunction, especially when the turbolift car has blocked a shaft, the Jefferies tubes can be used to move swiftly around the ship. They provide an additional link between many important areas and through many decks.

Easy access

Jefferies tubes are lined with access hatches, each marked with a serial number, a descriptive name, and sometimes a message such as 'Warning: to be opened by qualified personnel only.' The decks of horizontal Jefferies tubes are generally a grid of small squares, from below which soft light shines up. The vertical shafts are lit by circular fluorescent lights spaced evenly between the ladders' rungs.

The components behind the access hatches may include banks of isolar optical chips, colorful circuit boards, or other equipment necessary to run a starship. Components will sometimes spark or even explode under extreme conditions, and for this reason sections of the Jefferies tubes can be sealed off to prevent further damage to other areas.

Because the network is large and complex it is sometimes used in ways that the ship's designers may not have expected, such as by intruders as a refuge or hiding place. When the **Angosian** supersoldier **Roga Danar** is aboard the **U.S.S. Enterprise NCC-1701-D** on **Stardate 43489.2** he evades capture by entering the Jefferies tube system, and weaving in and out of the ship's decks while setting off explosions and leaving false trails. In general, however, the advantage of the Jefferies tubes more than makes up for their possible misuse.



▶ The Jefferies tubes are usually small, confined spaces, but despite the cramped conditions personnel are able to carry out the necessary checks and repairs.

The Smuggler's Ship

The evidence seems unmistakable, but no one wants to believe it: Ambassador Spock has defected to the Romulans. While Captain Picard and Data confront the legendary Vulcan face to face, Commander Riker is chasing other leads.

On Stardate 45233.1, Captain Jean-Luc Picard, commander of the Federation starship *U.S.S. Enterprise NCC-1701-D*, and Lt. Commander Data, undertake a secret Starfleet mission into the very heart of the Romulan Empire to determine if rumors that the legendary Vulcan, Spock, is on Romulus are true.

While Picard and Data are on their secret quest, the *Enterprise* is under the command of First Officer William Riker, and is investigating other leads which may help determine what Spock is up to. One clue is the remains of a salvaged deflector array, found in the wreckage of a Ferengi cargo shuttle, which Lt. Commander Geordi La Forge traces to a decommissioned Starfleet vessel, a Vulcan ship called the *T'Pau*. The trail takes the *Enterprise* to Federation Surplus Depot Zed-15, in orbit around the planet Qualor II. The depot is essentially a starship junkyard, and it is here that the *T'Pau* is reported to have been taken to be stripped following decommission. Riker hopes the depot may be able to give him some

idea as to how technology from the *T'Pau* ended up on a Ferengi freighter.

Much to the shock and dismay of the depot's Zakdorn quartermaster, Klim Dokachin, the *T'Pau* is missing from its place in the graveyard of ships. Knowing that surplus vessels are stripped of their armaments, sensors, and other material, Riker has Dokachin take him to section twelve-delta-four, the location of the starship *U.S.S. Tripoli*, a cargo ship onto which the deflector array from the *T'Pau* has allegedly been beamed.

Criminal activities

Discovering that the *Tripoli* is also missing, Riker suspects that another ship is using the *Tripoli*'s coordinates to intercept beamed cargo from the depot. He orders the *Enterprise* to power down and maintain only life support, essentially pretending to be one of the junked ships, while they bait a trap to catch the thief.

The *Enterprise* waits. Very soon sensors detect a mysterious 'dark ship', approaching at warp speed. The ship drops out of warp close by the *Enterprise*, and takes up its position in

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THE VULCANS.....File 8
THE ROMULAN
STAR EMPIRE.....File 12
THE FERengi ALLIANCE.....File 14
FEDERATION STARFLEET.....File 19
STAR TREK:
THE NEXT GENERATION..File 69



▲ This mysterious craft will provide a vital clue as to what Ambassador Spock is doing on the Romulan homeworld, and how technology from a Vulcan Starfleet vessel ended up in the wreckage of a Ferengi ship.

SMUGGLER'S SHIP

First recorded: Stardate 45233.1
Type: Combat vessel of undetermined origin
Crew: Unknown
Warp Drive: Yes
Shields: Yes
Firepower: Able to match *Galaxy*-class Federation ship

PORT VIEW

Three circles adorn the side of the vessel. Their function is unknown.

The ship is made of a black, polished metal which adds to its menacing appearance.

A phaser also fires from the top of the hull. In proportion to its size, this craft is heavily armed.

At the front of the ship are long, insect-like pincers which project outward. It is not known whether they have any function or are purely decorative.

Phasers positioned around the ship have enough firepower to cause significant damage to the shields of the *U.S.S. ENTERPRISE*. This vessel should be more than capable of defending itself.

Little is known about the inside of the ship, as the crew do not open communications with the *U.S.S. ENTERPRISE*.

A structure similar to an ancient sailing ship's rudder can be seen at the aft end of the craft.

The Smuggler's Ship

HOPING FOR PEACE

While the U.S.S. ENTERPRISE is engaging the Smuggler's Ship, Captain Jean-Luc Picard is on Romulus, meeting with Ambassador Spock. Like many Romulans and Vulcans, Spock is hoping for a reunification of the two races and a new era of peace, but other Romulans want nothing of the sort. The Smuggler's Ship is part of the Romulan conspiracy to conquer Vulcan instead.



the junkyard: at the exact coordinates the *Tripoli* should occupy. As Riker has surmised, the mysterious vessel is stealing the salvaged technology intended for that ship.

The newcomer emits neither transponder signal nor subspace marker, obviously not wanting to be identified, although Geordi La Forge is able to establish that the ship is a combat vessel of undetermined origin, and is heavily armored. The mass and density suggest that it is fully loaded, and internal scans verify that much of the cargo is weaponry.

Aggressive moves

The dark ship is an ominous and impressive vessel, made of a polished black metal. The crew have every intention of remaining anonymous: they refuse to respond on any hailing frequency and, when the *Enterprise* approaches, the mysterious ship powers up its phasers in an obviously hostile move.

When the dark ship activates weapons and locks phasers on the *Enterprise*, Riker has no option but to go to red alert and raise shields. The mysterious aggressor fires on the *Enterprise* with a phaser blast which knocks the Federation

ship's shields down to 72 percent. Further blasts again deplete the defenses – it seems that this craft's weaponry is a match for the much larger *Galaxy*-class ship.

Riker orders the *Enterprise* to fire on the dark ship with a minimum phaser burst of 0.75, "to get their attention."

Unintended destruction

Although the burst is only intended to be enough to destroy one of the dark ship's phaser arrays, it has a much more devastating effect. Even though the vessel has shields which should protect it from the brunt of the blast, the attack triggers a series of internal explosions and massive power fluctuations. As a result, the smaller ship explodes in a bright neon-white fireball, leaving the *Enterprise* without the hoped-for information. Although the Starfleet crew now know that Federation equipment is being stolen, they have no idea who is stealing it or for what purpose, nor how it fits into Spock's activities on Romulus. But the trail is not quite cold.

Further investigation of the dark ship's origin leads Riker to a seedy bar on Qualor II, where an alien woman, **Amarie**, tells him that the ship was owned by one of her former husbands. His partner is a fat Ferengi smuggler, **Omag**, and when Omag turns up at the bar Riker is able to force him to admit that he has been selling the stolen surplus Vulcan ships to the Romulans.

Although the dark ship and her crew have been destroyed, the vessel has nonetheless given up some secrets. The mystery is a little closer to being solved.



The mysterious ship looks sleek and menacing, but its defenses leave a lot to be desired. When the U.S.S. ENTERPRISE returns the smugglers' hostile fire, a series of explosions breaks out all over the small vessel.



The U.S.S. ENTERPRISE only wanted to get the Smuggler's Ship's attention, but the vessel has proved less robust than expected. The low-level blast destroys it.

OLD STARSHIPS NEVER DIE

Galactic junkyard

No matter how state-of-the-art a starship may be when it is first launched, all eventually have their day. When Federation ships reach the end of their useful life, either through damage or because their technology becomes obsolete, many end up in surplus depots, where they are stripped of any useful components.

Commander Riker's hunch proves correct. The U.S.S. *TRIPOLI* is missing, and supplies are being beamed to the smugglers instead.



The U.S.S. ENTERPRISE lies in wait for the Smuggler's Ship, pretending to be just another of the decommissioned Starfleet vessels.

This is the fate that the befalls the U.S.S. *Tripoli* NCC-19386. The *Tripoli* is decommissioned and relegated to the Zed-15 surplus depot orbiting the planet Qualor II, where its story might be expected to end. But the ship's adventures are not over: in 2368 it is stolen by Romulan operatives so that the Smuggler's Ship can take its place in the junkyard and receive equipment from other decommissioned ships which the depot's Zakdorn administrators believe they are beaming onto the *Tripoli*.



Against the blackness of space, the dark metal of this mysterious Smuggler's Ship almost blends in. It is undoubtedly a beautiful vessel, even though its dishonest motives are as shady as its hull.

Hikaru Sulu: Hobbies and Interests

Since his days as helmsman on the *U.S.S. Enterprise NCC-1701*, Hikaru Sulu has never forgotten that there is more to life than *Starfleet*. Over the years, he has cultivated an interest in subjects as diverse as botany and ancient aviation.

Hikaru Sulu has earned his place in *Starfleet* history. His career spans many years on the *U.S.S. Enterprise NCC-1701*, where he serves as helmsman under the command of **Captain James T. Kirk**, and in Earth year 2290 he realizes his dream of commanding his own starship when he is appointed captain of the *U.S.S. Excelsior NCC-2000*.

Sulu first comes aboard the *Enterprise* as a physicist. Since that time, he has proved himself to be a Renaissance man, showing intimate knowledge of many fields, among them botany, fencing, ancient weaponry, martial arts, and ancient aircraft.

Botany

Shortly after his posting to the *Enterprise*, Sulu spends a lot of time in the herbarium. On **Stardate 1531.1** Sulu is raising an alien plant which resembles a pineapple with petals. The plant seems to demonstrate an elementary intelligence, and he calls it 'Gertrude'.

However, **Yeoman Janice Rand** insists the

plant is male and calls it 'Beauregard'. She may be right about its sex because of the way it acts in her presence: it purrs and sways toward the female officer whenever she comes near.

Fencing

Sulu is also an enthusiastic fencer, often practicing with fellow crew member **Lt. Joe Tormolen**.

When infected with the **Psi 2000** virus on **Stardate 1704.2**, Sulu reveals the romantic buried within him when he takes on the persona of a swashbuckling swordsman. Bare-chested, he leaps around the ship threatening crew members with his foil. With his inhibitions removed, Sulu is free to play out his fantasies with little regard for the consequences. On the bridge, Sulu tries to skewer **Captain Kirk**. Only **Spock's** quick thinking and his **Vulcan nerve pinch** save

Flower

When **Mr. Sulu** grows a strange and elaborate plant, he and **Yeoman Janice Rand**, to whom the plant appears to be attracted, disagree about its gender.

HIKARU SULU

NAME: Hikaru Sulu

HOBBY: Botany

DEMONSTRATION: Sulu grows a plant nicknamed 'Beauregard' by Janice Rand.

HOBBY: Ancient weapons

DEMONSTRATION: Sulu shows off his fencing skill while under the influence of the **Psi 2000** virus.

HOBBY: Ancient aviation

DEMONSTRATION: Sulu's interest in ancient methods of aviation provide access to a 20th-century helicopter.



▲ Hikaru Sulu is a dedicated member of the *U.S.S. ENTERPRISE* who will progress through the ranks to become **Captain of the U.S.S. EXCELSIOR**. Despite the demands of his onboard duties, he still finds time to indulge in a number of interesting hobbies.

Collection complete

During shore leave, Sulu is pleased, although somewhat confused, to find a 20th-century revolver on the amusement park planet.



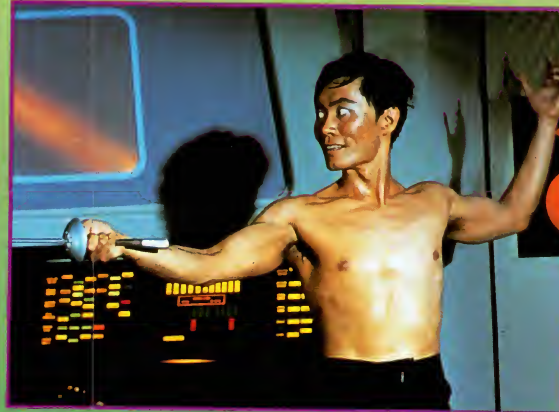
Foiled

With his inhibitions removed by the **Psi 2000** virus, Sulu is ready to live out his dream of acting the swashbuckling adventurer. Brandishing the fencing foil he usually uses to practice the sport with fellow crewman **Joe Tormolen**, Sulu runs riot around the *ENTERPRISE*.



Poise and grace

Although in the grip of madness, Sulu does indeed cut a dashing figure. He might regret his actions later, but at the time the errant helmsman clearly enjoys every moment.





Hikaru Sulu: Hobbies and Interests

"I've always wanted one like this: an old police special, and in beautiful condition. There hasn't been one made like this in ... oh, a couple of centuries." — Hikaru Sulu

the Captain's life and Sulu's career. Sulu is also a collector of ancient weapons. Previous to 2267, he needs a 20th-century police special to enhance his collection.

On **Stardate 3025.3**, he is surprised but pleased to find just the weapon he is looking for in the **Omicron Delta** region on what is known as the **amusement park planet**. The weapon's perfect condition, as well as its very existence in the open on an alien planet, is later seen as a clue to the nature of the place. The unexpected bang the weapon gives off when Sulu fires it frightens everybody but him, as he knows what to expect.

Martial arts

Before **Admiral Kirk** can make his unauthorized return to the **Genesis Planet** to retrieve Captain Spock's body on **Stardate 8210.3**, it is necessary to break **Dr. McCoy** out of a Starfleet holding cell.

As part of the plan, Sulu must temporarily disable a Starfleet security man who is much larger and meaner than he is. He enjoys using a well-executed martial arts move to do this as the man has called him 'Tiny', a name Sulu has apparently heard before and has come to dislike.

Early aircraft

While returning home from Vulcan with Captain Spock, Admiral Kirk and his crew save the Earth by traveling to the 20th century to acquire a pair of humpback whales.

While in 20th-century San Francisco, Sulu borrows a helicopter with which he can deliver plastic sheeting for **Chief Engineer Scott** to use to fabricate an aquarium to hold the two whales. Apparently, his knowledge of such craft is more than academic: Sulu claims that he flew a ship like it in his Academy days. He remembers it as being "old but interesting."

He demonstrates his familiarity with this era's aircraft by correctly identifying the helicopter as a Huey 204, one of a series of helicopters made for

the United States Army by the Bell Helicopter Company. However, while flying the helicopter, he accidentally turns on the windshield wipers, indicating either that he has forgotten a few things about Hueys or that his practical familiarity is not as great as he claims. Nonetheless, his knowledge of the craft is more than adequate to ensure his task is completed successfully.

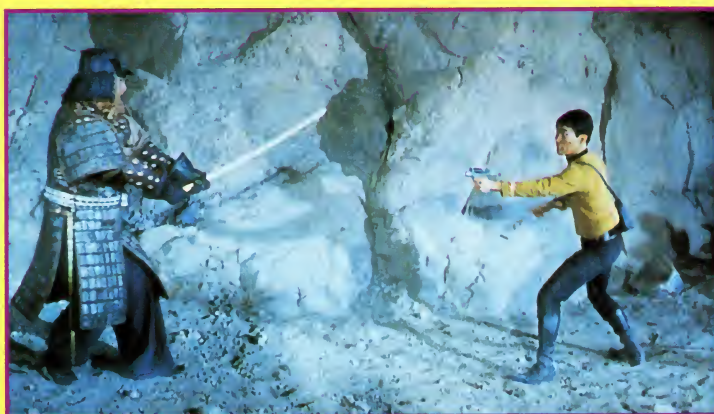
★ Keen botanist

Sulu enjoys his lunch in the botany lab of the U.S.S. ENTERPRISE. Growing plants in the artificial environment of space is a delicate task, but it brings great rewards for those interested in nature, and helps to soften the ship's decor.



★ A brush with the past

On the amusement park planet, where the thoughts of the U.S.S. ENTERPRISE crew become deadly reality, Sulu finds himself facing an ancient Samurai warrior plucked from his imagination.



★ Hand to hand

Sulu's expertise in martial arts enables him to overpower opponents who appear to be more physically imposing than him. This has long been the main advantage of this fighting method.



HANDS ON HISTORY

Flying through unfamiliar skies

As helmsman of the **U.S.S. Enterprise** and later Captain of the **U.S.S. Excelsior**, Sulu has traveled the Galaxy and taken two of Starfleet's most famous ships across more light years than he can remember. But few flights are as memorable as his trip back to the Earth of the late 20th century.

Knowing that they are all that stands between the Earth and its total destruction by the **Cetacean Probe**, the **Enterprise** crew travel back in time in their captured **Klingon Bird-of-Prey** — coincidentally to San Francisco, the city in which Sulu will be born 150 years hence, giving the Starfleet officer a unique glimpse into his past.

▶ *Sulu is a long way from home with only his belief in James Kirk to assure him he will ever see the 23rd century again, but the resourceful officer can still pause to take in his surroundings. For someone with a keen interest in history, such trips through time are a dream come true.*



FILE 43 STARFLEET PERSONNEL

B'Elanna Torres and Engineering

The half-human, half-Klingon B'Elanna Torres is Chief Engineer on the *U.S.S. Voyager* — but can she reconcile her rebellious Maquis past with the discipline expected of a Starfleet officer?

When the *U.S.S. Voyager* NCC-74656 ends up in the Delta Quadrant with some of its key personnel dead, Captain Kathryn Janeway is faced with the difficult task of merging her remaining crew with the ragtag band of Maquis rebels the *Voyager* has taken on board.

She and First Officer Chakotay, also a Maquis, have to decide who will be the *Voyager's* new Chief Engineer. Janeway favors Lieutenant Carey, the senior officer in Engineering, who has had a distinguished Starfleet career. Chakotay prefers his former Maquis crew member B'Elanna Torres, whom he describes as the

best engineer he's ever known. He believes she could teach at Starfleet Academy.

Meanwhile, Torres herself is having a difficult time in Engineering. Much like the captain trying to meld the two diverse crews, Torres has spent her life dealing with the two sides of her heritage. Half-Klingon and half-human, she has a difficult time controlling her temper.

Unsuited to Starfleet

Torres prefers to suppress her unruly Klingon side, and did so with modest success in her first year at Starfleet Academy, where she excelled in the sciences. But by the second year, fed up with the rigid structure and strict discipline expected of

CHIEF ENGINEER

NAME: B'Elanna Torres

CURRENT RANK: Chief Engineer, *U.S.S. Voyager* [field commission].

PREVIOUS RANK: Former member of Chakotay's Maquis crew.

CAREER PATH: B'Elanna enrolled in Starfleet Academy, but dropped out after her second year as she didn't find the discipline to her liking. Instead, she joined the Maquis freedom fighters, and put her engineering skills to good use until, ironically, she ends up on the Federation ship the *U.S.S. Voyager*.



▲ B'Elanna Torres' career unexpectedly comes full circle when she finds herself trapped in the Delta Quadrant on a Federation ship. She quit Starfleet to escape the discipline, and doesn't always find it easy to fall back in line.



▲ Nuts and bolts

B'Elanna Torres' knack of dealing with anything mechanical is almost instinctive. Her years away from the disciplines of Starfleet, where she was free to cultivate more unorthodox methods, have expanded her wide range of mechanical skills.

students, she left and found her way to the Maquis. Having a visible enemy to fight satisfied her Klingon nature, and she also liked the unstructured, 'might makes right' attitude among the Maquis crew.

But when Torres comes aboard the *Voyager*, the Starfleet crew seem ready to disregard her talent as an engineer because of her turbulent past. Janeway tries to get to know her

better, but Torres rebuffs her, even if it means losing the position of Chief Engineer. Clearly, the young woman still hasn't come to terms with the fact that she has ended up exactly in the place she tried to escape when she left the Academy: Starfleet.

Unexpected praise

On the Federation ship, Torres discovers that not all of her Academy professors were pleased when she dropped out. One in particular, Professor



◀ Different command

B'Elanna Torres does not find it as easy to slip back into Starfleet ways as Commander Chakotay, another former Starfleet defector to the Maquis who has found himself back where he started.

▲ Still the rebel

B'Elanna leads an engineering away team over to a disabled Kazon ship, and finds evidence of stolen Federation technology. Ironically, this incompatible technology was supplied to the Kazon by a U.S.S. VOYAGER crew member, Seska.



B'Elanna Torres and Engineering



★ New Friends

As with other areas of the ship, Engineering is now a mixture of Federation and Maquis personnel. Starfleet stalwart Lt. Carey finds it difficult to accept B'Elanna at first, while Seska is prone to egg her old friend on to bend the rules even more. Working together involves striking a fine balance.

Chapman, put a letter in her permanent file saying that he thought she was one of the most promising cadets he ever taught. This revelation stuns Torres because she fought with Chapman daily, always questioning his

methods and assumptions, for which he would usually slap her down. Janeway remarks that some professors, and captains, like it when their assumptions are challenged. This helps to nurture the increasingly productive and

★ Escaping the past

Another piece of B'Elanna's past catches up with her when the DREADNOUGHT MISSILE, a Cardassian weapon she reprogrammed during her Maquis days, turns up in the Delta Quadrant. It is up to the engineer to stop it once again.



friendly partnership between Torres and her captain.

Brilliant engineer

Despite Torres' intense nature and sometimes resentful attitude, her sheer brilliance when it comes to creative and innovative engineering solutions can't be ignored for long. When the *Voyager* is trapped in an event horizon of a Type-4 quantum singularity, it's Torres, brainstorming with Janeway, who solves the dilemma. It also reveals to the captain that in Torres she has a bright engineer who will put her heart and soul into her work. Janeway's own training in the sciences makes her an ideal sounding partner for B'Elanna's theories. In fact, the more the two women work together, the more

Janeway realizes that, despite her background, B'Elanna Torres is the ideal choice for Chief Engineer. The two are growing to admire each other's intelligence and innovative thinking.

In her newly appointed position, Torres starts to mend fences in engineering by asking Carey for his assistance, which he gracefully promises. Carey then shakes her hand to welcome her on board. Very quickly, Janeway discovers she has made the correct choice.

Coming home

Aboard the *Voyager*, Torres is presented with endless engineering challenges that push her capabilities to the limit, and she couldn't be happier. As she settles into her position, she also learns to use her Klingon fire and energy in a positive way, motivating her crew and inspiring their respect. She doesn't have to break anyone's nose to get the job done. She asks no more of her engineering crew than she expects of herself, and this alone earns the loyalty of everyone on board. Thousands of light years from where she started, Torres has at last come home as the *Voyager's* Chief Engineer.

★ Bioengineer

Not all B'Elanna's tasks involve fiddling with wires. When the bioorganic gel-packs malfunction, she must prove her worth as a bio- as well as electrical engineer.



WORKING RELATIONSHIPS

Gaining respect the hard way

When the U.S.S. *Voyager's* Chief Engineer is killed, Lt. Carey considers himself to be the obvious successor to the post. He knows the ship and its technology well, and has a very respectable Starfleet career behind him. Torres, on the other hand, has already proved once that she's not cut out for the Starfleet life, and has never served on any Federation vessel, let alone a state-of-the-art *Intrepid*-class ship. However, when Starfleet is so far away, being able to survive by your wits can be more important than following the letter of the law.

▼ Lt. Carey feels aggrieved that the rebellious Torres has been given a position he feels should be his. Integrating the Federation and Maquis crew is a difficult task, but the Starfleet officers must accept that, although it is their ship, they cannot always have things their own way.

▼ For better or worse, the two crews are now together, and must work with each other if they are to survive their sojourn in the Delta Quadrant. Not all the dangers come from hostile aliens - Torres and Carey often find themselves battling against temporal anomalies as well as organic threats.



"I think I know my way around an engine room, if that's what you mean."

— B'Elanna Torres to Captain Janeway

Replicators

In the early days of space flight, crew were fed either by reconstituted rations or by old-fashioned cooking methods. These days, replicators provide a valuable, low-energy but tasty alternative.

A replicator is a device equipped with a built-in, low-resolution transporter engine. It is used to transform raw matter into any inanimate object, provided a molecular template of the desired item is stored in the replicator's memory. The introduction and acceptance of replicator technology during the first half of the 24th century changed space travel forever.

Starship systems generally include two replicator systems: the food replicators and the hardware replicators. On a *Galaxy*-class starship such as the *U.S.S. Enterprise NCC-1701-D*, the replicator system headends are found on Deck 12 in the saucer module, and in Main Engineering on Deck 34. Access to the replicator system is via a **replicator terminal**.

All crew members' quarters contain personal replicator terminals. Larger terminals are found on the Bridge, Ten-Forward, the Captain's Ready Room, and in public gathering places.

Additional systems

In addition to the main terminals, specialized terminals appear in several venues and include medical replicators in sickbay, which generate rare medications and medical supplies. Replicators give physicians the freedom to respond with precisely the needed treatment instead of making do with the limited number of supplies which would otherwise be carried.

The hardware replicator, found in Engineering, manufactures parts and tools, although an in-depth inventory of emergency spare parts is also maintained since the replicators may go offline during emergencies.

In the **Replicating Center** a commercial replicator tempts the crew with non-standard issue items, while in the waste management

▶ Replicators which synthesize food are found throughout 24th-century starships. This modern technology replaces old-fashioned, messy galleys with a convenient, cleaner system offering a much wider choice.



THE ULTIMATE FAST FOOD

1 SAVING SPACE AND ENERGY

Although the energy costs of food replication are relatively high, the system has a number of advantages over traditional food storage and preparation. The total mass of stored foodstuffs required to provide a tenth of the items available on the replicator menu would be 20 times higher than that of the modern system's raw matter, and leftovers could not be recycled in the same way.

When the raw food stock has been transformed into the selected foodstuffs, it appears in the phase transition chamber.

Once the meal has been eaten, the used plates and cups, as well as any leftover food, are placed back in the phase transition chamber and are converted back into raw stock which can be used again. This recycling further reduces storage space and ensures waste is kept to a minimum.

The user control pad displays all the necessary information in a format which is clear and easy to understand. The most difficult part of the process is deciding what to choose from such a wide selection!

The controls allow the method of presentation to be chosen as well as the food or drink itself. A meal could be ordered hot or cold, a drink chilled or piping hot, extending the available choices even further.

Service access areas on the replicator provide easy access to the internal workings, ensuring that repairs can be carried out efficiently.

Most replicators have more than one service access area, increasing the ease with which faults can be located and corrected.

2 RAW FOOD STOCK

Raw food stock is normally replaced at starbases. However, osmotic and electrolytic fractioning of waste materials allows up to 82 percent of food stock to be reclaimed and reused. Raw food stock can also be replicated from general raw stock, but the energy cost here is higher and so should be avoided.

Replicators

department, the largely automated recycling system uses replicators to transform dangerous toxic waste into inert objects, and to transmute cleansed waste products into raw matter which is recycled back into the system.

Food and drink

Step by step, the process of getting a meal through the replicator is both simple and miraculous. The hungry crew member stands before a replicator terminal and gives his or her meal order, either verbally or via the terminal's **user control pad**.

As soon as the meal order is issued, the food replicator system goes into action. The order is quickly matched to one or more of the 4,500 food item templates stored in the replicator database. Once the specific templates are in the memory, the food replicator dematerializes an appropriate volume of special raw matter stocked for this purpose.

This matter is then routed back to the order-issuing terminal as the replicator reconstructs the atoms in accordance with the template instructions.

▶ Replicators have slightly different designs, depending on their location and main function. Here, the user control pad is located at the side of the phase transition chamber rather than above it, as is the case on larger models.

The waiting crew member sees the meal materialize in the terminal's recessed **phase transition chamber**. The complete cycle, from placing the order to receiving the meal, takes no more than a few seconds.

Food replicator raw material is carefully engineered organic particulate suspension matter, with



▶ Introducing guests to your favorite foods can be a good source of conversation, as well as a gesture of friendship. Here, Wesley Crusher orders a bowl of ice cream for Salia, an allasomorph who adopts the form of an attractive young human female while on board the U.S.S. ENTERPRISE.

a structure that closely matches replicated food. This guarantees that the time and energy required to reorganize this raw material is a fraction of that needed when starting from alien base material.

Furthermore, the raw material is stored in a compressed format that yields a quantity of synthesized goods much greater than the starting volume.

Although replicated food looks and tastes like the real thing, the templates only contain digital image data created at the molecular level. In contrast, transporters use quantum-level measurements stored in digital image format to safely process live beings.

Not quite gourmet cooking

The replicator template utilizes such tricks as repeating instructions and averaging to further reduce the size of the template and conserve storage space on the computer. A disadvantage of this is that replicated foods often contain any number of single-bit errors. Although the taste and nutritional content of the food is essentially unaffected, this is why some find their favorite dishes 'not quite right' when replicated.

More than one use

Replicators often appear as a sidebar story in the transporter technology chronology, but their place in space travel history should not be demeaned. Replicators took starships out of the business of hauling groceries through the cosmos, thus freeing up valuable storage space. They expanded menu choice, and provided physicians and engineers with almost any tool they needed. In short, replicators make extended voyages much more practical.

EXTENDED MENU AT A TOUCH

1 The user control pad is simple and easy to use. Just key in your chosen meal from any one of several thousand combinations stored in the replicator's extensive data banks.

2 Mere seconds after the order has been placed, the raw matter contained in the system is converted to the food or drink of your choice. The desired meal or snack shimmers into existence.



3 The chosen item appears, presented as lavishly or as simply as you choose. As well as the food and drink itself, the replicator also produces the crockery and containers, from simple plates to delicate glassware. These items are recycled by the replicator after use.





'The Measure of a Man'

As the only stable Soong-type android known to Starfleet, Data is invaluable. But in all these years, Data's legal status has never been clarified. Now Picard must prove that Data is alive, or allow his operations officer to be disassembled in the name of science.

CAPTAIN'S LOG SUPPLEMENTAL

"Commander Maddox, having been thwarted by Data's abrupt resignation, is now seeking a legal remedy for his woes. Captain Louvois has requested my presence at those discussions."

At Starbase 173, Commander Bruce Maddox visits the U.S.S. Enterprise NCC-1701-D, and announces his intention to disassemble Data. Maddox is a cyberneticist, and he believes that by examining Data he will be able to create more androids with positronic brains. However, Maddox is unclear about how he will preserve Data's intelligence during the process. Captain Picard objects to the plan, but Maddox has orders transferring Data to his command.

Since Data cannot refuse to be transferred, he decides to resign from Starfleet. When Maddox learns about Data's plans, he mounts a legal challenge, maintaining that Data is merely a machine and is actually Starfleet's property.

The local representative of Starfleet's legal department, Phillipa Louvois, rules in Maddox's favor. Picard is outraged, and challenges her decision, forcing a hearing. Picard will act as Data's defense and a reluctant Riker must act as prosecutor.

Man or machine?

In the hearing, Riker's presentation is devastating. He shows that Data is a machine, and ends by switching Data off.

Picard is almost convinced he cannot win, when Guinan helps him to realize what's at stake. If Data is declared Starfleet's property, then he, and any androids that come after him, will be slaves.

Picard returns to the courtroom with renewed vigor. He argues that Data's machine nature is irrelevant. After all, human beings are only sophisticated biological machines. Then he forces Maddox to accept that he cannot explain why Picard is sentient and Data isn't. Picard turns to Louvois and tells her that her decision will have far-reaching consequences. If she wants to make law, she'd better make it good.

After a brief pause, Louvois makes her decision - Data is not Starfleet's property. He has the freedom to choose. Defeated, Maddox cancels the transfer order and Data returns to his place on the Enterprise bridge.

STARSHIP FACTS

Starfleet initially believes that Data is the only Soong-type android. However, two others are later discovered - Lore, and Juliana Tainer.

ON SCREEN...



1 Commander Bruce Maddox explains his plan to Captain Picard. He wants to take Data apart to study the construction of 'its' positronic brain.



2 Convinced that Commander Maddox's procedure is dangerous, but unable to disobey the transfer order, Data decides that he has no choice but to leave Starfleet. As he packs he looks over his possessions, which include a memento of Tasha Yar.



3 Maddox is infuriated by Data's decision to resign his commission, and mounts a legal challenge. He maintains that Data does not have the right to leave Starfleet.



5 Captain Picard makes an impassioned defense of Data's right to choose. He forces Maddox to admit that he cannot prove that Data is not sentient. Picard argues that if the court makes the wrong decision, an entire race could be condemned to slavery.

4 Commander Riker is forced to take on the role of prosecutor. If he refuses, or performs badly, Captain Louvois will make a summary judgment. Riker makes a powerful case, removing Data's arm to show that he is a machine.



'The Dauphin'

Wesley Crusher falls in love with a beautiful young girl, but Salia has been brought up to save her planet from years of fighting. As she struggles with her duty, it becomes clear that she and her governess are not all that they seem.

'THE DAUPHIN'

"You are ready for what awaits you, and you will do well. I know I have been hard on you, but I wanted to prepare you for anything you might be required to do."

— Anya to Salia

The **U.S.S. Enterprise NCC-1701-D** collects the leader of **Daled IV**, who is a teenage girl called **Salia**, and her governess, **Anya**, from **Klavidia III**. On board, Salia meets **Wesley Crusher** and they are instantly attracted to one another.

Wes visits Salia in her quarters and shows her how to use the replicator. Meanwhile **Worf** takes Anya on a tour of the ship. Anya is shocked to find a patient with an infectious disease in sickbay, and when **Dr. Pulaski** refuses to kill her patient, Anya transforms herself into a bear-like creature and tries to do the job herself. A security detail stops her, and **Captain Picard** restricts Anya to her quarters.

Young love

Wes has taken Salia on his own tour of the ship, starting with the **holodeck**, where he shows her some of the worlds he has visited. Salia tells him she dreams of traveling. When Anya discovers that Salia is missing, she calls the Captain at once. In **Ten-Forward**, Salia tells Wes how daunted she is by her responsibilities, and he suggests that she stay on the *Enterprise*. Distressed, Salia runs off. A security team finds her, and she returns to her quarters before Wes can really talk to her.

Later, Salia visits Wes in his quarters. The two kiss, but before things can go any further they are interrupted by Anya, who once again turns herself into a dangerous creature. Wes watches in amazement as Salia also changes shape and forces her governess to back down.

Before she leaves the ship, Salia visits Wes one last time. He is convinced that she was playing with his affections. Salia promises him that she was completely genuine, but Wes is unconvinced.

Salia has reached the transporter room before Wes rushes in to apologize. He watches as she changes into her beautiful natural form and beams down to the planet where she will meet her destiny.

ON SCREEN...



1 *Klavidia III is an inhospitable planet, and it is difficult to establish communication. Before they beam aboard, Anya and Salia ask Captain Picard what species his crew belong to.*



2 *Wes first meets Salia in one of the U.S.S. ENTERPRISE'S corridors. The two young people are clearly attracted to one another, but Salia's governess, Anya, obviously disapproves.*



3 *Anya is quick to find fault with the ENTERPRISE's security arrangements. When she finds a patient with an infectious disease in sickbay, she transforms into an aggressive creature to remove the threat.*



4 *Wes uses the holodeck to show Salia some of the strange and beautiful places that he has visited. Salia is amazed by the things she sees, and tells Wes that she would love to travel.*



5 *Even though Captain Picard and Anya have warned Wes and Salia to stay apart, the young leader comes to Wes's quarters to tell him how much she cares.*



6 *On the transporter pad, Salia reveals her true form. Wes has overcome his anger, and watches her leave to govern her people on the planet below.*

STARSHIP FACTS

A There are very few shapeshifters in the Alpha Quadrant; there is only one, Odo, serving on a Starfleet facility. However, a large part of the Gamma Quadrant is controlled by the shapeshifting Founders.

'The Wire'

When Dr. Julian Bashir discovers a Cardassian implant in Garak's brain, he is thrown into an extraordinary world of espionage and counter-intelligence in a desperate attempt to save his mysterious friend's life.

'THE WIRE'

"I'm not doing Garak any favors. He doesn't deserve a quick death. On the contrary; I want him to live a long and miserable life. I want him to grow old on that station, surrounded by people who hate him, knowing that he'll never come home again."

— Enabran Tain

Dr. Bashir is concerned because his friend Garak is obviously in pain. The Cardassian refuses to accept Bashir's help, preferring to do some kind of business with Quark. But the pain soon becomes too much for Garak, and he collapses.

Bashir discovers that Garak has a mysterious implant in his brain. That night he and Odo watch as Quark contacts a Cardassian friend. As soon as the Cardassian learns what Quark wants, he cuts off the transmission: he is deathly afraid of the Obsidian Order, Cardassia's secret police.

Under pressure, Garak tells the Doctor that the implant was given to him by Enabran Tain, the head of the Obsidian Order. It is designed to help him resist torture, releasing endorphins which flood his brain with pleasure. Garak explains that he was exiled for killing a Cardassian, and that his life on *Deep Space Nine* has been so unpleasant that he decided to activate the implant. After two years of continuous use, it is breaking down, and will kill him in the process.

Endless complications

Bashir deactivates the implant and, with his system in shock, Garak sleeps for hours. When he regains consciousness, he tells Bashir that he was really exiled for letting Bajorans live. Moments later, he has a seizure and Bashir rushes him to the infirmary. The implant has altered Garak's molecular structure, and without more information about Cardassian biochemistry there is nothing the doctor can do. Garak takes Bashir's hand and tells him that he was exiled because he betrayed his friend Elim.

Determined to save his friend, Bashir goes to visit Tain. The Cardassian gives Bashir the information he needs. But before the Doctor leaves, Tain tells him that all of Garak's stories are lies. When he has recovered, Garak claims that everything he told Dr. Bashir was true — especially the lies.

STARSHIP FACTS

Garak's full name is Elim Garak, and he was Tain's protege. It is later discovered that he is Tain's son, but beyond that much of this mysterious Cardassian's past is still uncertain.

ON SCREEN...



1 Dr. Bashir first realizes that Garak is in pain during one of their regular lunch sessions. The Cardassian dismisses it as nothing more than a headache.



2 Garak is desperate to end the pain, but instead of accepting Bashir's help, he turns to Quark. He wants the Ferengi to get him a classified device.



3 Garak is eventually overcome by the pain and collapses in Quark's bar. Fortunately, Dr. Bashir is nearby and is able to take his friend to the infirmary at once.



4 Even with the implant removed, Garak's life is in danger: the device has altered his molecular structure. If Bashir is to save Garak, he must act quickly.



5 Garak begs Dr. Bashir for his forgiveness. Even though it is impossible to find the truth among Garak's lies, the Doctor forgives him for whatever he has done.



6 Tain knows all about Dr. Julian Subatoi Bashir, and has been expecting him. He is willing to save Garak, but only because he wants him to suffer more.



'Crossover'

The Federation has known of the existence of the Mirror Universe since the days of Captain Kirk's first five-year mission, but no one has been there in more than 100 years — until an accident sends Major Kira and Dr. Bashir to this twisted reality.

Kira and Bashir are returning to *Deep Space Nine* from the **Gamma Quadrant**, but when they pass through the wormhole there is a plasma leak on their *Runabout*. When they emerge, they are greeted by a **Klingon** ship which escorts them to the station, where they meet **Garak** and, inexplicably, another Kira, who tells them that she is the Intendant of the station.

This other Kira sends Bashir to ore processing and takes Kira to her quarters, where she explains what has happened. Kira and Bashir are in the **Mirror Universe**. In this reality, the Klingons and **Cardassians** have formed a brutal alliance, of which **Bajor** is an important member.

Dark reflections

Kira is given free run of the station, which is a twisted reflection of *Deep Space Nine*. She turns to **Quark** for help, but Garak arrests the **Ferengi** for his part in some recent escapes. Meanwhile, Kira meets the mirror **Sisko**, who works for the Intendant.

Later, Garak approaches Kira and tells her that he plans to kill her counterpart. He wants Kira to take her place. If she refuses, Bashir will die. Desperate, Kira tries to enlist Sisko's support, but he refuses.

That night there is an accident in ore processing, and in the confusion Bashir escapes. In the access tunnels he meets O'Brien, who agrees to take him to the *Runabout*, but Garak captures them before they can reach the launch pad.

They are taken to **Quark's**, where both Kiras are waiting. The Intendant is furious. She sees their rebellion as evidence that she is treating the Terrans too well, and she orders their execution. But, as Garak moves to take them away, Sisko steps into his path. Turning against the **Alliance**, Sisko and his men take Kira and Bashir to the *Runabout*.

With a Klingon ship in pursuit, the *Runabout* enters the wormhole, returning Kira and Bashir to their own universe.

'CROSSOVER'

"This man is a doctor where he comes from, and there's an O'Brien there, just like me, except he's some kind of high-up Chief of Operations. They're Terrans. Can you believe that? Maybe it's a fairy tale he made up, but it started me thinking how each of us might have turned out ..."

— Miles 'Smiley' O'Brien

ON SCREEN...



1 Kira is amazed to meet an evil version of herself. The Kira from this reality is fascinated by her counterpart, believing that she will really understand her.



2 Dr. Bashir discovers that on this station the mirror Odo is in charge of ore processing, which he runs with brutal efficiency.



3 Kira tries to persuade the mirror Sisko to help her. But this Sisko seems to be nothing like the Starfleet officer Kira knows, and he refuses to get involved.



4 During his escape, Dr. Bashir kills the mirror Odo. If Bashir is caught, the consequences of this action are bound to be serious.



5 Finally tiring of the Alliance's repressive regime, Ben Sisko and his men draw their weapons and rescue Major Kira and Dr. Bashir.



6 Desperately running from the Alliance forces, Kira and Bashir fly their *RUNABOUT* into the wormhole and back to their own universe.

STARSHIP FACTS

Since Captain Kirk first intervened in the Mirror Universe, transporters have been redesigned to make crossing over impossible.

STAR TREK: FIRST CONTACT Part 5

The future's not looking good: Zefram Cochrane has no intention of becoming a legend, the Borg attempt to take over the *U.S.S. Enterprise NCC-1701-E* is proving hard to defeat, and time is — literally — running out.

FIRST CONTACT

"Human ... We used to be exactly like them. Flawed, weak ... organic. But we evolved to include the synthetic ... and now we use both to attain perfection. Your goal should be the same as ours."

— The Borg Queen to Data

Captain Jean-Luc Picard pops out of a hatch, only to have **Lt. Cmdr. Worf** and **Doctor Beverly Crusher** thrust phaser rifles in his face. With typical poise, the captain assures them he hasn't been assimilated, then helps **Lily** out. She gapes in shock at Worf, the first **Klingon** — or alien of any race — she's ever seen.

Picard informs his crew that the **Borg** neuro-processor chip has revealed that the aliens are attempting to transform the *U.S.S. Enterprise NCC-1701-E*'s deflector dish into an 'interplexing beacon,' or subspace transmitter, to contact reinforcements from the current, 21st-century Borg in the **Delta Quadrant**. If they succeed, Earth's past — and therefore its future — will be easily assimilated. The only option is to send a zero-gravity combat team out to the dish itself.

Picard, Worf and **Lieutenant Hawk** don zero-g suits, and move out onto the exterior of the *Enterprise*. With their magnetized boots keeping them on the ship's surface, but with Worf barely controlling his nausea, they start their trek across the vast hull.

Templing Data

Still imprisoned in the Borg Hive, **Data** babbles cheerfully as several drones continue to attach humanoid skin to his endo-skeleton. The **Borg Queen** tries to convince Data to aspire to the 'perfection' of Borg life. In exchange for the encryption codes to the *Enterprise*'s computer, she claims to be willing to help Data achieve his dream of becoming more human. But Data is not interested in her promises. He lashes out at a drone, and is on the verge of escaping when a blow rakes across the new patch of skin on his forearm, drawing blood and causing a feeling he has never experienced before and cannot process: pain. Now that she has made her point, the Queen introduces Data to more pleasurable sensations. She kisses him, and he responds ... two inhuman beings become enmeshed in very human passion.

Meanwhile, in the Montana woods, **Geordi La Forge**, **Commander William Riker**, and others are searching for **Zefram Cochrane**. Geordi's bio-eyes pick up the infrared outline of a man drinking from a flask: definitely Cochrane. They finally

ON SCREEN...



1 Their phaser rifles at the ready, the crew of the *U.S.S. ENTERPRISE* are relieved to find that their 'enemy' is Captain Picard.



2 The Borg must be defeated. Captain Picard, Worf, and Hawk suit up to confront them face to face.



3 The Borg Queen thinks she knows how to win Data over: by granting his wish to become more human.



4 In Montana, Zefram Cochrane has decided that the prospect of becoming a legend is all too much for him.



5 On the outside of the *ENTERPRISE* hull, the Borg are modifying the deflector dish for their own use. With the aliens controlling the ship's computers, the crew have no choice but to attempt to separate it manually.





STAR TREK: FIRST CONTACT Part 5

surround him, but after pleading that "I don't want to be a statue," he runs off again. Riker's patience has worn thin: he fires a stun blast at Cochrane's back, knocking him unconscious. Right now, ensuring that history takes place as it should is more important than Zefram Cochrane's sensibilities.

Out on the *Enterprise* hull, the Borg continue to install transponder rods on the dish, each one lighting up as it is connected. Worf, Picard and Hawk are at separate control terminals, beginning the complex process of manually releasing the deflector's magnetic locking system. Borg drones move toward them. Hawk shoots one in the chest, sending it floating off the hull into space. Worf's target adapts instantly, so he lets go of his rifle, and reaches for the **mek'leth** sword under his suit. With no mek'leth himself, Picard shrewdly fires at a duct, releasing a vapor jet that blows an advancing drone off the deck. It tumbles desperately, drowning in space.

Deflector dish danger

Wielding his sword, Worf slices off the Borg's arm, although not before the drone slashes open Worf's suit below the knee. Worf dispatches him with a final blow, but oxygen is leaking rapidly from his suit.

Before he can release his maglock, Hawk is seized by a Borg, and carried off like a rag doll. Another bears down on Picard, who releases his magnetic boots and propels himself up and over the dish, then grabs the hull and re-magnetizes his boots. The last transponder lights up, activating the beacon. Picard rotates the final maglock, and the deflector's explosive bolts fire in sequence, releasing the dish and the remaining Borg drones from the hull. Picard picks up a rifle, but is attacked by the now-assimilated Hawk.

The Captain is outmatched and knocked flat. Borg-Hawk is about to stomp through Picard's helmet when he is felled by a phaser blast ... from Worf, who tied off his leaking suit with a tourniquet made from the tubing of the severed Borg arm. After Picard blasts through the cable attaching the deflector to the ship, Worf takes aim at the free-floating dish. He growls "Assimilate this!" as he blows the deflector and its Borg passengers to pieces.

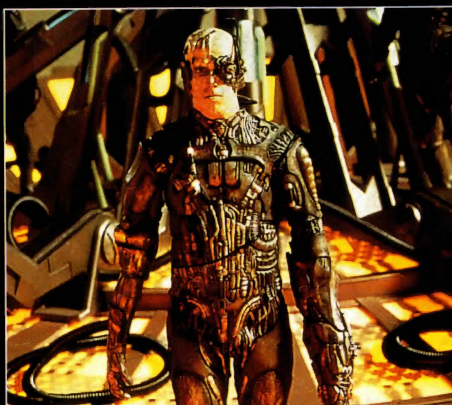
But, deep in the Hive, the Queen is instantly aware of this momentary setback. She turns to Data and purrs: "We've had a change of plans ..."

STARSHIP FACTS

Most Borg are organic beings with synthetic modifications: Data is the first indication that they are also capable of adding organic components to synthetic beings.

It is eight years, seven months, 16 days, four minutes, and 22 seconds since Data last activated his pleasure circuits. On that occasion, his romantic liaison was with Tasha Yar.

ON SCREEN...



6 Unlike the U.S.S. *ENTERPRISE* crew, the Borg do not need bulky special suits to protect them from the vacuum of space, and their movement is less impeded.



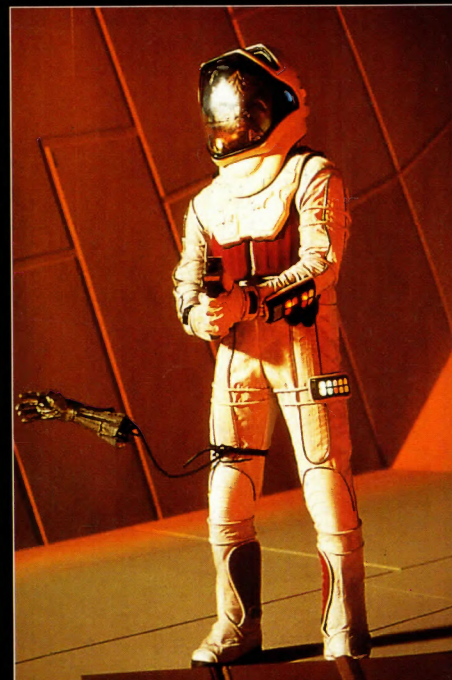
7 Worf fires at the Borg, but they adapt quickly, rendering his phaser rifle useless. He will have to fight them another way – Klingon style.



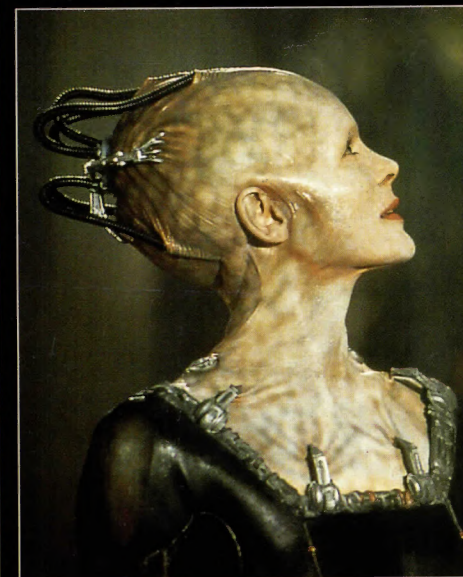
8 Using his Klingon mek'leth blade, Worf slices off the Borg's arm. Little does he realize how useful the severed limb will soon become.



9 The Borg have adapted to the modulations of the phaser rifles' fire, but shooting the deck can still knock them off balance.



10 Worf comes to Captain Picard's rescue after making an unorthodox repair to his damaged suit: tying off the tear with some tubing from a severed Borg arm.



11 The Borg Queen senses that her drones have failed. But although Picard and Worf have won the battle, as far as she is concerned the war is far from over.